

WHAT IS CLAIMED IS:

1. A storage medium for storing an image generating program which causes a computer to generate a display image used
5 for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, wherein

the image generating program causes the computer to function as:

10 weight storing means for storing weights of the objects; position storing means for storing positions of the objects in the virtual space;

barycenter determination means for determining a barycenter of the objects based on the weights and the positions of the objects; and

15 display image generating means for generating a display image in which the barycenter lies in approximately a center of the display image.

2. The storage medium according to claim 1, wherein
20 an object to be displayed preferentially has a heavier weight than other objects.

25 3. The storage medium according to claim 1, wherein a heaviest weight is assigned to a player character which is operatable by a player with operation means.

4. The storage medium according to claim 1, wherein
a level of importance is previously provided for each
object, and

5 the image generating program further causes the computer
to function as weight associating means for assigning a heavier
weight to the object for which a higher level of importance is
provided compared to other objects.

10 5. The storage medium according to claim 3, wherein
a weight equal to or greater than a sum of weights of objects other
than the player character is dynamically assigned to the player
character.

15 6. The storage medium according to claim 1, wherein,
as the barycenter determination means, the image generating program
causes the computer to determine a barycenter of objects placed
within a predetermined area, which is a portion of the virtual
space.

20 7. The storage medium according to claim 1, wherein,
if a barycenter determined by the barycenter determination means
lies outside a predetermined allowable limit which is centered
around specific one object of the plurality of objects, the image
25 generating program causes the computer, as the display image

generating means, to generate a display image in which an intersection point of a line segment connecting the barycenter and the specific one object and an outer edge of the allowable limit lies in approximately a center of the display image.

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8. The storage medium according to claim 1, wherein,
the virtual space is a three-dimensional virtual space,
and

10 the image generating program causes the computer, as
the display image generating means, to generate a display image
using a virtual camera whose sight point is the barycenter.

9. The storage medium according to claim 8, wherein
a weight of specific one object of the plurality of objects changes
15 in accordance with a position of the virtual camera.

10. The storage medium according to claim 9, wherein
the closer a distance between the virtual camera and the sight
point becomes, the heavier a weight of the specific one object
20 becomes.

11. The storage medium according to claim 1, wherein
the virtual space is a three-dimensional space, and
the image generating program causes the computer, as
25 the display image generating means, to generate a display image

by bringing the sight point of a virtual camera closer to the barycenter determined by the barycenter determination means at a constant rate.

5 12. A game device for generating a display image used for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, comprising:

 weight storing means for storing weights of the objects;

 position storing means for storing positions of the

10 objects in the virtual space;

 barycenter determination means for determining a barycenter of the objects based on the weights and the positions of the objects; and

 display image generating means for generating a display

15 image in which the barycenter lies in approximately a center of the display image.